

Importing Aircraft, Missions, and Scenery for Combat Flight Simulator 2

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Aircraft

Importing Aircraft

One of the benefits of the open architecture of Combat Flight Simulator 2 (CFS 2) is that you can import aircraft from previous versions of Combat Flight Simulator and Microsoft Flight Simulator. But there are a few things to be aware of:

- CFS 2 is a significant design improvement over CFS 1, supporting options, details, and performance levels that were not possible in the first version. Because of this, the CFS 1 aircraft will function in CFS 2, but not with the same graphical quality and frame rate as the CFS 2 aircraft. Due to optimizations in code, the default CFS 2 aircraft display better and have better frame rates than certain other aircraft, especially highly detailed and complex third-party aircraft developed for CFS 1 or Flight Simulator 2000.
- Aircraft that have computer-controlled crewmembers (gunners) will lose those crewmembers when the aircraft is modified for player flight. As a fighter aircraft-based simulation, CFS 2 does not have any player aircraft that use computer-controlled crewmembers; there are no provisions to add them.
- Summary of the steps for importing:
 - To import the default aircraft from CFS 1 to CFS 2, copy all of the aircraft folders from CFS 1 to the CFS 2 aircraft folder. For more detailed instructions, see below.
 - To import the default aircraft from Flight Simulator 2000 to CFS 2, copy all of the aircraft folders from Flight Simulator 2000 into the aircraft folder of CFS 2. For more detailed instructions, see below.
- If you are importing any third-party aircraft that were created for either CFS 1 or Flight Simulator 2000, you will also need to import the contents of the Gauges and Sounds folders into CFS 2.
- Due to changes in the file structures, aircraft created for CFS 1 are unable to use external ordnance when used within CFS 2. This is a result of the differences in the .DP files between the two versions. You may choose to substitute the .DP file from an existing CFS 2 aircraft in order to have functional external ordnance; however, that ordnance will not be mapped to the correct locations, and will not consist of historically accurate weapons for that aircraft.

Importing aircraft files

Importing Combat Flight Simulator 1 aircraft files for use in Combat Flight Simulator 2

- Double-click **My Computer**.
- Double-click the appropriate **Hard Drive** where your Program Files are installed (usually C:).
- Double-click **Program Files**.
- Double-click **Microsoft Games**.
- Double-click **Combat Flight Simulator**.
- Double-click **Aircraft**.
- From the window menu, click **Edit**.
- Click **Select All**.

- Click **Edit** again.
- Click **Copy**.
- Click **File**.
- Click **Close**.

Pasting these files into your Combat Flight Simulator 2 directory

- Double-click **My Computer**.
- Double-click the appropriate **Hard Drive** where your Program Files are installed (usually **C:**).
- Double-click **Program Files**.
- Double-click **Microsoft Games**.
- Double-click **Combat Flight Simulator 2**.
- Double-click **Aircraft**.
- From the window menu, click **Edit**.
- Click **Paste**.
 - You will be prompted to replace a few files; select **No** to all.
- Click **File**.
- Click **Close**.

Importing aircraft from Flight Simulator 2000

- Double-click **My Computer**.
- Double-click the appropriate **Hard Drive** where your Program Files are installed (usually **C:**).
- Double-click **Program Files**.
- Double-click **Microsoft Games**.
- Double-click **Flight Simulator 2000**.
- Double-click **Aircraft**.
- From the window menu, click **Edit**.
- Click **Select All**.
- Click **Edit**.
- Click **Copy**.
- Click **File**.
- Click **Close**.

Pasting these files into your Combat Flight Simulator 2 directory

- Double-click **My Computer**.
- Double-click the appropriate **Hard Drive** where your Program files are installed (usually **C:**).
- Double-click **Program Files**.
- Double-click **Microsoft Games**.
- Double-click **Combat Flight Simulator 2**.
- Double-click **Aircraft**.
- From the window menu, click **Edit**.
- Click **Paste**.
 - You will be prompted to replace a few files; select **No** to all.
- Click **File**.
- Click **Close**.